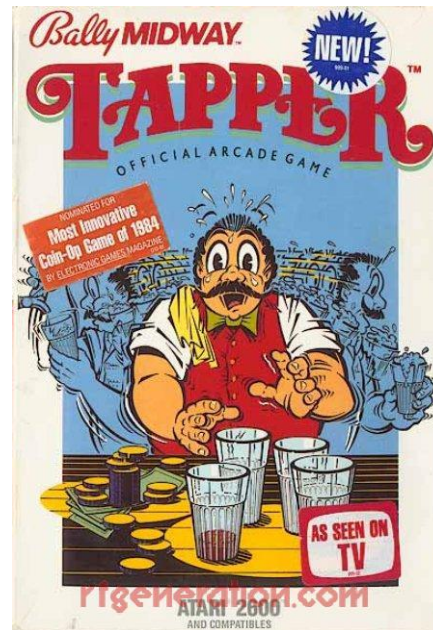# Perceptual, social bar

Mentor: Dekel Amnon

Omer Goshen
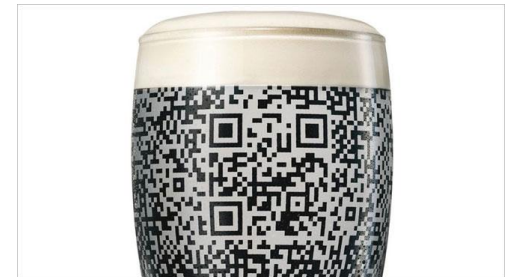Adam Galmor

Background & Motivation

Related Work

Budweiser's "Buddy Cup"

Guinness QR Cup

Makr Makr Shakr(MIT)

CONCEPT:
What is the project about?

Q-BAR

- The purpose of this project is to create a new exciting, intuitive & "cool" UX for the otherwise trendy nightlife lovers.

- We intend to achieve this vision using the latest in perceptual, image recognition, web applications and network connectivity technologies.
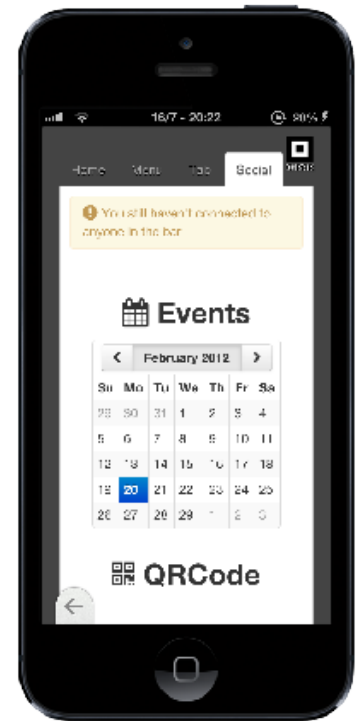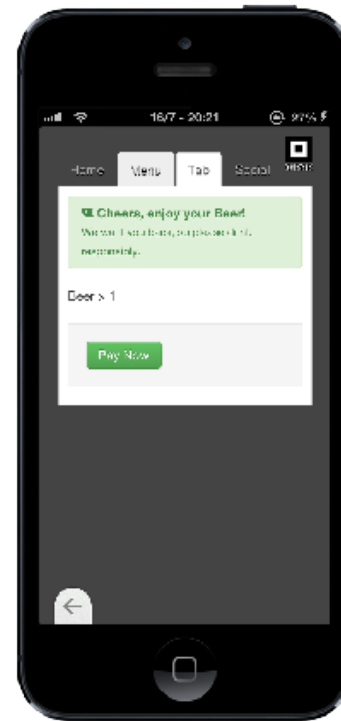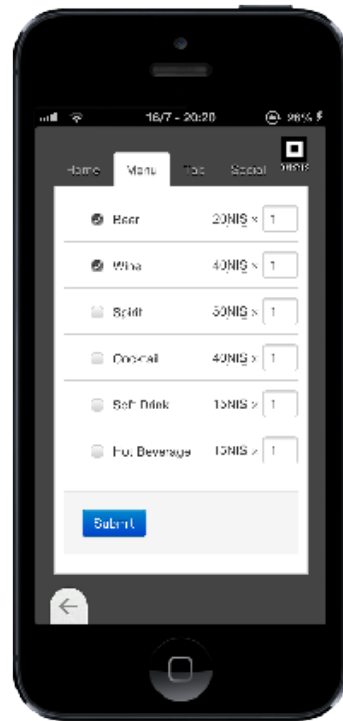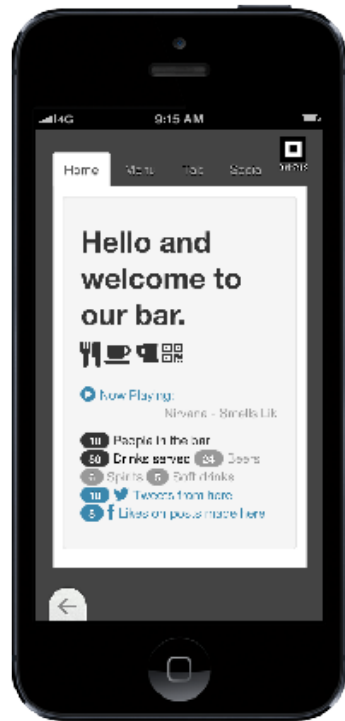
Q-BAR

- Free the bartender to socialize more with the customers, using PerC "gimmicks" and web applications.

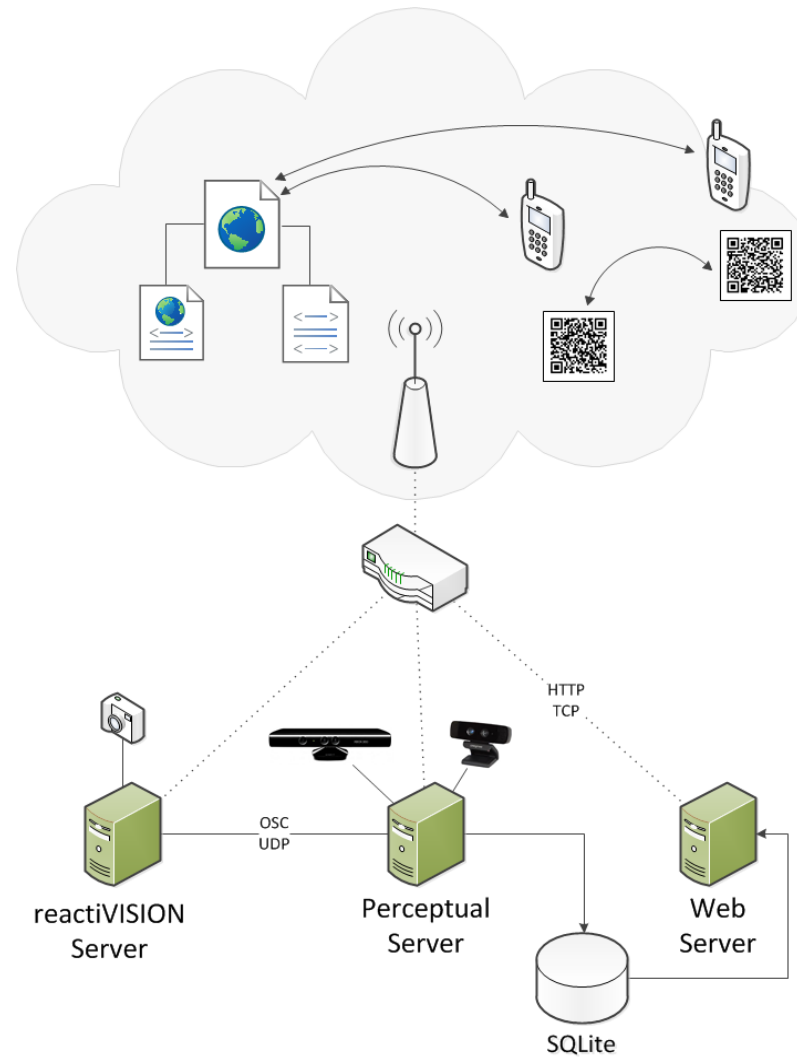- Make customers' experience more immersive by bringing the social network to the bar.
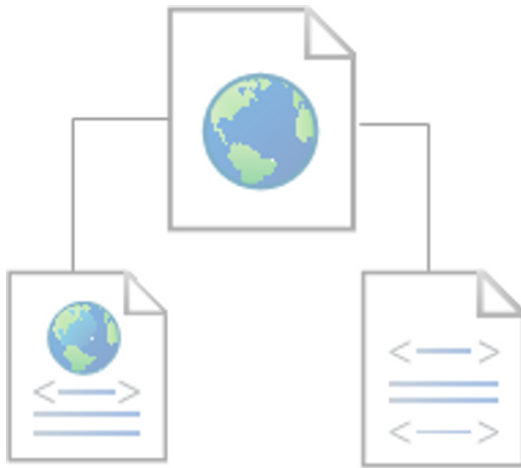
Q-BAR

DEMO:Presentation of the working project

Q-BAR

reactiVISION
Server

Perceptual
Server

Web
Server

SQLite

OSC
UDP

HTTP
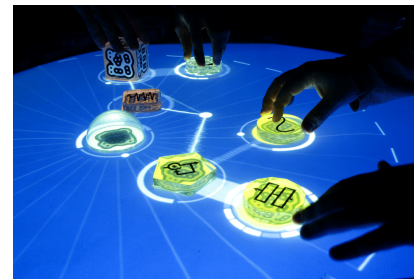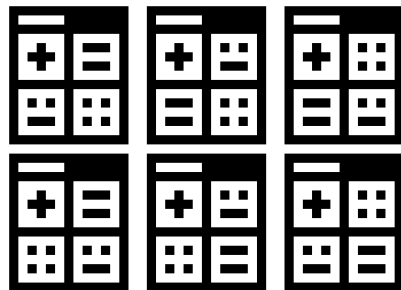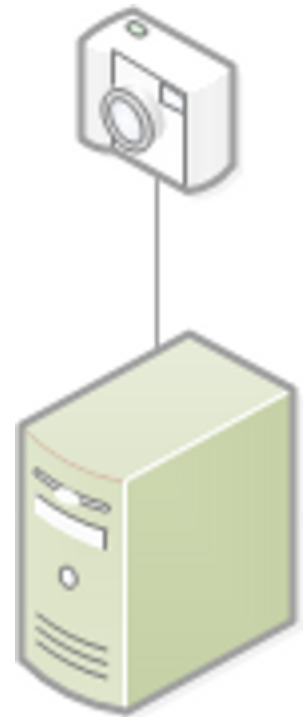TCP

Q-BAR

Web Server

Jetty

Processing

Web Application
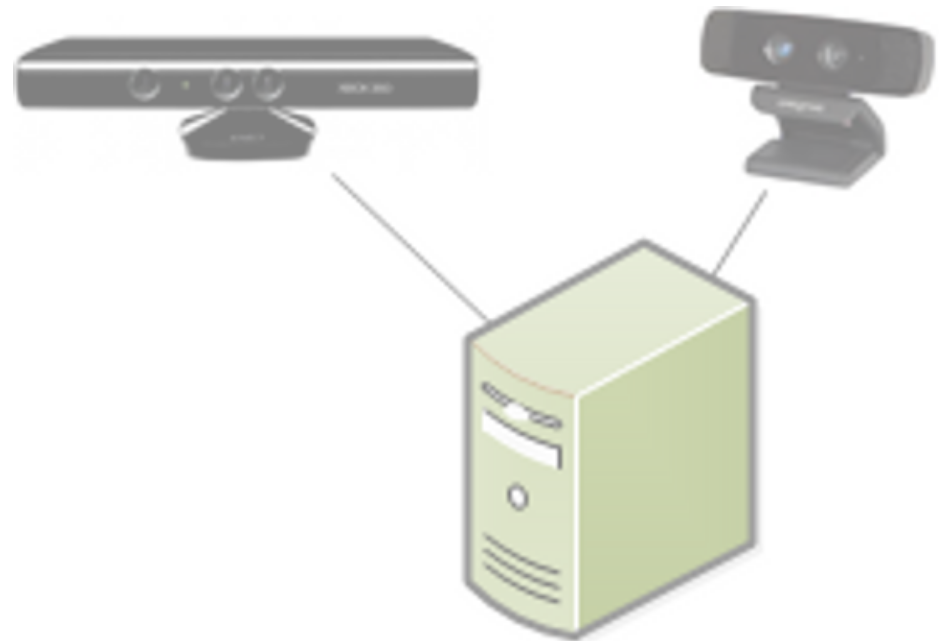
HTML5 \ jQuery \ Bootstrap

Backbone*(MVC)*

reacTIVision

Using the standalone application to send OSC messages over UDP.

PerC Server

Using OpenNI & Intel PCSDK
on Processing.

Issues & Problems

- The system is difficult to set up

- Trouble finding the right gestures for interaction

- Kinect is limited to 7 meters.

- Sensor difficulties in a dark & noisy environment e.g:

  - **Video**: QR recognition

  - **Audio**: loud music, inaudible conversations
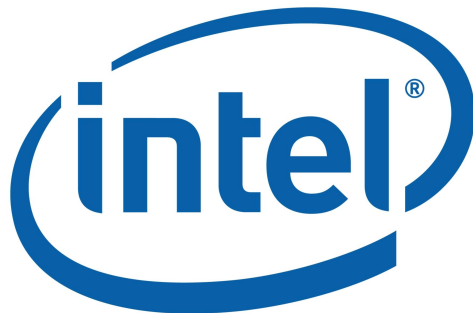
Future work

- ## Social rating of orders in the bar
  See what others have ordered, how much they liked it, their drinking habits...

- ## All-you-can-drink feature with a special QR'ed glass bottom
  Empty glass reveals a fiducial for a quick reorder of another round

- ## Network of Q-Bars
  Have drinking contests with other bars worldwide, while watching a sporting event

- ## Your place in the WebApp orders.

Summary

This project started as a co-up with the design department at Shenkar's labs.

It is a nominee on Intel's Shenkar perceptual contest this August.

Thank you for your attention.

Questions?

INSERT COIN... :P

Q-BAR